


GLShader::TransferToShader



```
graph LR; A[GLShader::TransferToShader] --> B[GLShader::GetUniformLocation]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GLShader::TransferToShader'. The right box is white and contains the text 'GLShader::GetUniformLocation'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GLShader::GetUniformLocation